

CLAIMS

What is claimed is:

- 5 1. A method of playing a card game comprising:
 - (a) providing a gaming device to a player;
 - 10 (b) receiving a wager from the player at said gaming device;
 - (c) dealing two, face-up cards to the player from a deck of playing cards;
 - 15 (d) displaying to the player two or more possible ranges in relation to said first two cards;
 - (e) allowing the player to select a range from among the two or more possible ranges; and
 - (f) dealing a third card to the player and evaluating whether or not said third card is in the range selected by the player.
- 20 2. The method of claim 1 wherein said gaming device includes a display of placeholders for 13 cards of each of 13 differing ranks.
- 25 3. The method of claim 2 wherein said display of placeholders displays the 13 cards as sunken areas such that when the cards are dealt they appear to fit into the depressions of their respective rank.
- 30 4. The method of claim 1 wherein the player is paid based upon the wager, whether the range selected by the player is the range in which the third card falls, and a pay table.
- 35 5. The method of claim 4 wherein the pay table is based upon the number of cards present in each range.
- 40 6. The method of claim 5, wherein a bonus is awarded in certain instances where the third card is one or more of the middle cards of the range selected.
- 45 7. The method of claim 1 or 5 wherein multiple games are played from a single deck of cards.
8. The method of claim 1 or 5 wherein a bonus is awarded for selecting the rank of the third card.
9. The method of claim 1 or 5 wherein a bonus is awarded if the initial two cards dealt are of the same rank.

10. A method of claim 1 or 5 wherein a bonus is awarded if the third card is of the same suit as at least one of the first or second cards dealt.

5 11. The method of claim 1 or 5 wherein said two or more possible ranges include one or more of: lower than the lowest rank of the first two cards; the same rank as the lowest of the first two cards; a rank in between the rank of the first two cards; a rank equal to the highest rank of the first two cards; and a rank higher than the highest rank of the first two cards.

10 12. The method of claim 1 or 5 wherein said two or more possible ranges include one or more of: lower than the lowest rank of the first two cards; the same rank as the lowest rank of the first two cards; the same rank of either the first or second card when the first and second card are of adjacent ranks; a rank equal to the highest rank of the first two cards; and a rank higher than the highest rank of the first two cards.

15 13. A method of playing a card game comprising:

(a) receiving a wager from a player;

20 (b) dealing two cards to the player from a deck of playing cards;

20 (c) allowing the player to select a range from among two or more possible ranges in relation to said two playing cards;

25 (d) providing a pay table that is based upon the number of cards in each of the two or more ranges;

(e) dealing a third card; and

30 (f) providing the player with a win based upon the pay table and amount wagered if the third card is in the range selected by the player.

14. The method of claim 13 wherein said game is played on an electronic gaming machine.

35 15. The method of claim 14 wherein the two or more possible ranges in relation to said two playing cards are displayed to the player on the display of the electronic gaming machine.

16. The method of claim 15 wherein the display also contains a portion that shows the thirteen ranks of playing cards and displays the first two dealt cards in said portion.

40 17. The method of claim 13 wherein said two or more possible ranges include one or more of: lower than the lowest rank of the first two cards; the same rank as the lowest rank of the first two cards; a rank in between the rank of the first two cards; a rank equal to the highest rank of the two cards; and a rank higher than the highest rank of the first two cards.

45 18. The method of claim 13 wherein said two or more possible ranges include one or more of: lower than the lowest rank of the first two cards; the same rank as the lowest rank of the first

two cards; the same rank of either the first or second card when the first and second card are of adjacent ranks; a rank equal to the highest rank of the first two cards; and a rank higher than the highest rank of the first two cards.

5 19. The method of claim 13 wherein a bonus is awarded when the third card is one or more
of the middle cards of the ranges selected.

10 20. The method of claim 13 wherein a bonus is awarded if the third card is of the same suit as
at least one of the first or second cards dealt.

15 21. The method of claim 13 where multiple games are played from a single deck of cards.

20 22. A gaming apparatus comprising:

25 (a) means of receiving a wager from a player;

30 (b) means for dealing a first and second card to a player;

35 (c) means for displaying two or more possible ranges based upon said first and second card
dealt to said player;

40 (d) means for player selection of one of said possible ranges based upon said first and second
card;

45 (e) means for dealing a third card to the player;

50 (f) means for evaluating the third card in comparison to the range selected by the player; and

55 (g) means for providing a payout when said third card is in the range selected by said player.

60 23. The apparatus of claim 22 including a pay table that is based upon the number of cards in
each of said two or more possible ranges.

65 24. The apparatus of claim 22 or 23 wherein said two or more possible ranges include one or
more of: lower than the lowest rank of the first two cards; the same rank as the lowest rank of the
first two cards; a rank in between the rank of the first two cards; a rank equal to the highest rank
of the first two cards; and a rank higher than the highest rank of the first two cards.

70 25. the method of claim 22 or 23 wherein said two or more possible ranges include one or
more of: lower than the lowest rank of the first two cards; the same rank as the lowest rank of the
first two cards; the same rank of either the first or second card when the first and second card are
of adjacent ranks; a rank equal to the highest rank of the first two cards; and a rank higher than
the highest rank of the first two cards.

75 26. The method of claim 22 or 23 wherein said gaming device includes a display of 13 cards
of differing ranks.

	27.	The method of claim 26 wherein said display of 13 cards appear as sunken areas wherein the dealt cards appear to fit.
5	28.	The method of claim 23 wherein said pay table is substantially as follows:
		Hand Pay (1 credit bet)
	10	Match Pair (all 3 cards same) 24
		Match One (higher or lower) 16
		1 card 12
15		Either Higher or Lower 8
		2 cards 6
20		3 cards 4
		4 cards 3
25		5 cards (1,2,4,5) (middle card - 3) 2 4
		6 cards 2
30		7 cards (1-3, 5-7) (middle card - 4) 1 6
		8 cards (1-3,6-8) (middle cards - 4 or 5) 1 3
35		9 cards (1-4, 6-9) (middle card - 5) 1 4
		10 cards (1-4, 7-10) (middle cards - 5 or 6) 1 2
40		11 cards (1-5, 7-11) (middle card - 6) 1 2
		12 cards 1
45		(note: numbers in () are relative to the range not specific card values)

29. The apparatus of claim 22 or 23 wherein said gaming apparatus is an electronic gaming machine.

30. An apparatus for playing a game of cards comprising:

5 (a) an electronic video poker type gaming machine;

(b) means for receiving a wager from a player;

10 (c) means for dealing a first and second card to the player;

(d) means for displaying two or more possible ranges based upon said first and second cards;

(e) means for allowing the player to select one of said ranges;

15 (f) means for dealing a third card to the player;

(g) means for providing an award to said player when said third card is in the range selected by the player; wherein said award is based in part on the number of cards in the range selected by

20 the player.

31. A method of playing a three card game of cards comprising:

25 (a) placing a wager;

(b) dealing two cards to a player;

(c) the player selecting one of two or more possible ranges wherein a third card may fall;

30 (d) dealing said third card to said player and evaluating whether it falls in the range selected by the player;

(e) providing a payout to said player when said card falls in the range selected by the player where such payout is a multiple of the amount wagered, said multiple based upon the number of

35 cards in the range selected by the player.

32. The method of claim 31 wherein said two or more possible ranges include one or more of: lower than the lowest rank of the first two cards; the same rank as the lowest rank of the first two cards; a rank in between the rank of the first two cards; a rank equal to the highest rank of the first two cards; and a rank higher than the highest rank of the first two cards.

33. The method of claim 31 wherein said two or more possible ranges include one or more of: lower than the lowest rank of the first two cards; the same rank as the lowest rank of the first two cards; the same rank of either the first or second card when the first and second card are of adjacent ranks; a rank equal to the highest rank of the first two cards; and a rank higher than the highest rank of the first two cards.

34. The method of claim 31 wherein a bonus is awarded in certain circumstances if the third card is one or more of the middle cards of the range selected.

5 35. The method of claim 35 wherein the payout table is substantially as follows:

	Hand	Pay (1 credit bet)
10	Match Pair (all 3 cards same)	24
	Match One (higher or lower)	16
	1 card	12
15	Either Higher or Lower	8
	2 cards	6
20	3 cards	4
	4 cards	3
25	5 cards (1,2,4,5) (middle card - 3)	2 4
	6 cards	2
30	7 cards (1-3, 5-7) (middle card - 4)	1 6
	8 cards (1-3,6-8) (middle cards - 4 or 5)	1 3
35	9 cards (1-4, 6-9) (middle card - 5)	1 4
	10 cards (1-4, 7-10) (middle cards - 5 or 6)	1 2
40	11 cards (1-5, 7-11) (middle card - 6)	1 2
	12 cards	1
45	(note: numbers in () are relative to the range not specific card values)	